

Figure 1

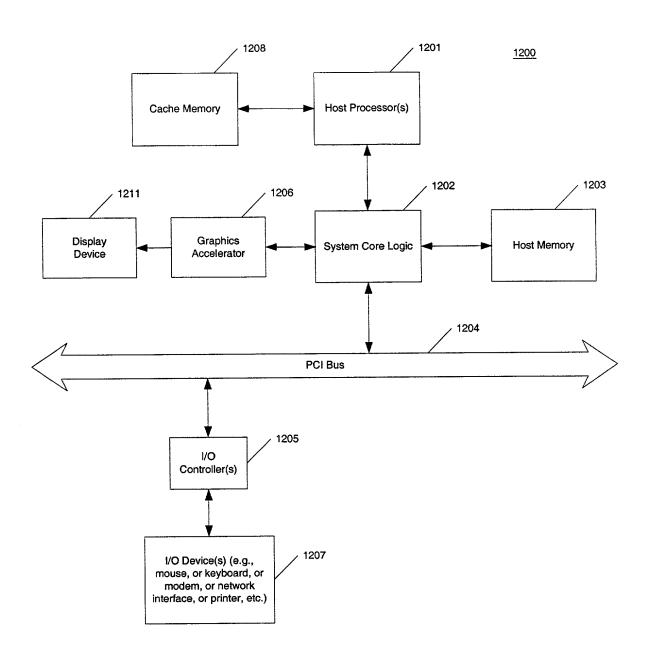


Figure 2

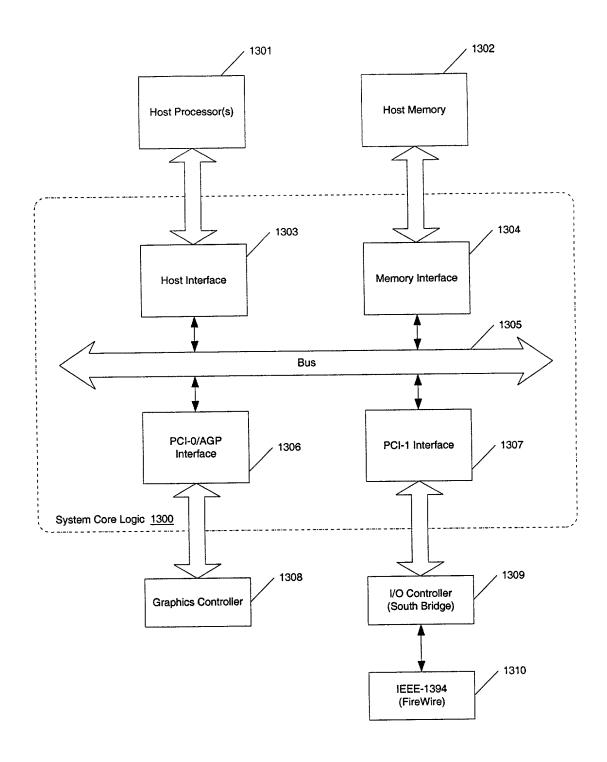


Figure 3

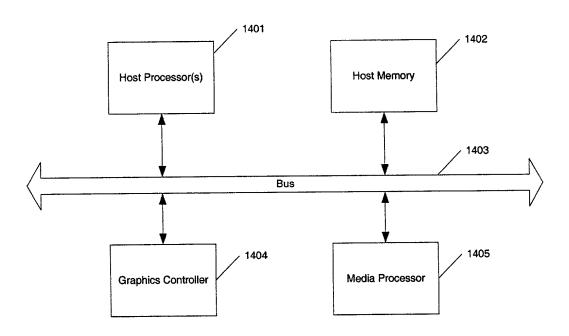


Figure 4A

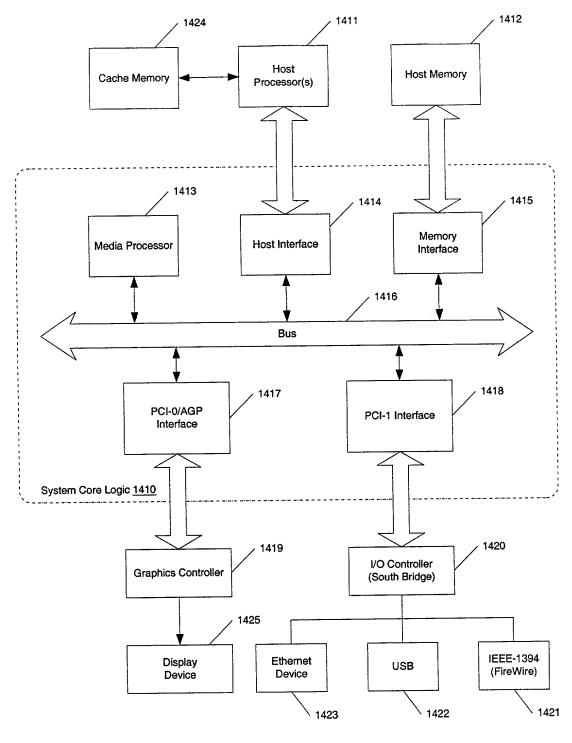


Figure 4B

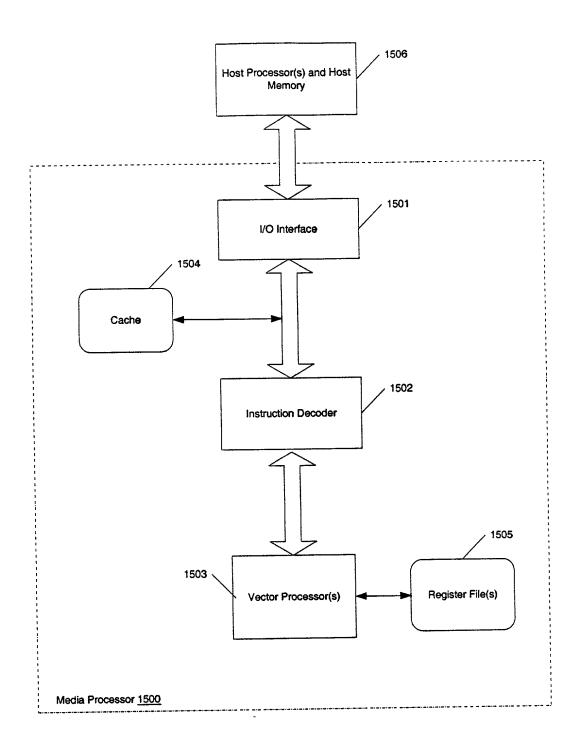


Figure 5A

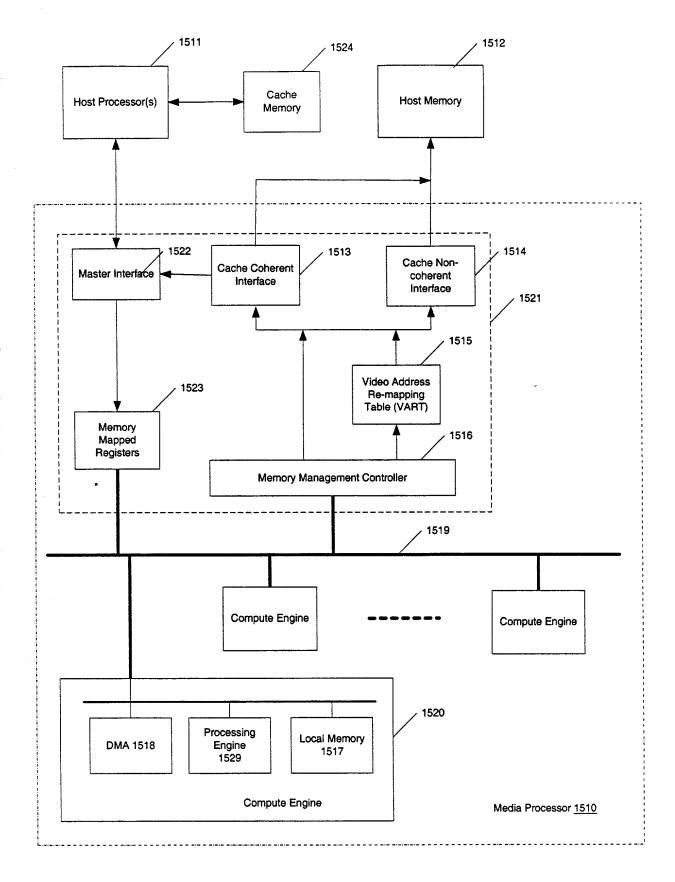


Figure 5B

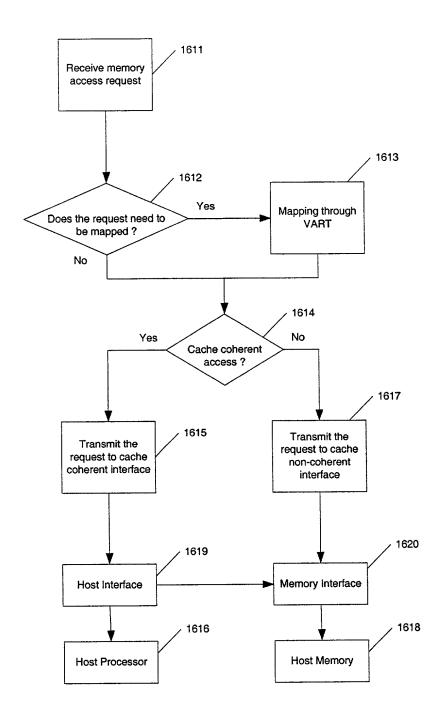
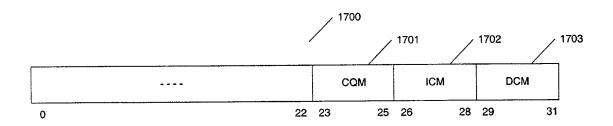


Figure 6



	1704
	Memory Access Mode Code
Code	Description
0	Mapped
100	Unmapped and coherent
101	Unmapped and non-coherent
110	if (LogicalAddress[0] = 0) then mapped else unmapped and coherent
111	if (LogicalAddress[0] = 0) then mapped else unmapped and non-coherent

Figure 7

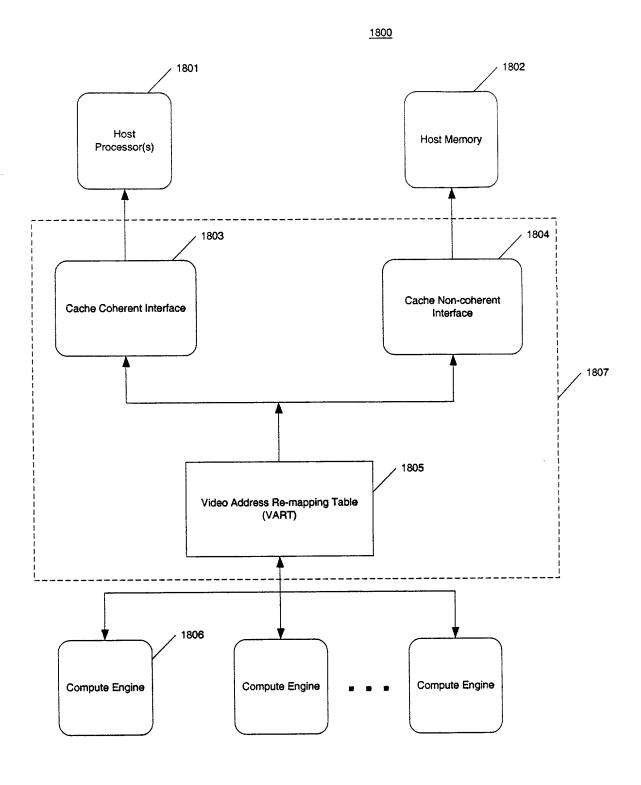
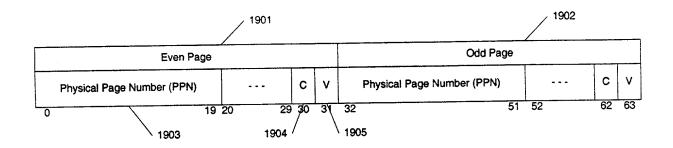
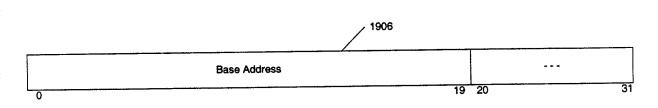


Figure 8





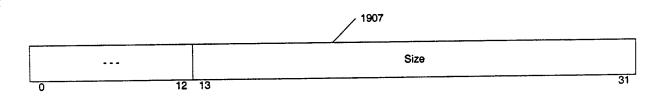


Figure 9

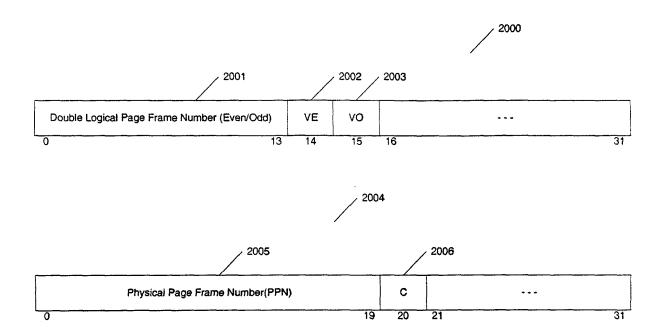


Figure 10A

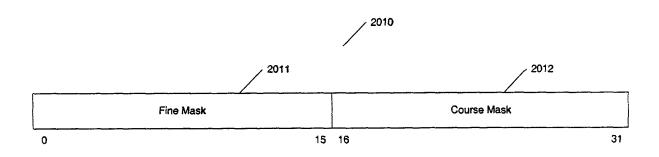


Figure 10B

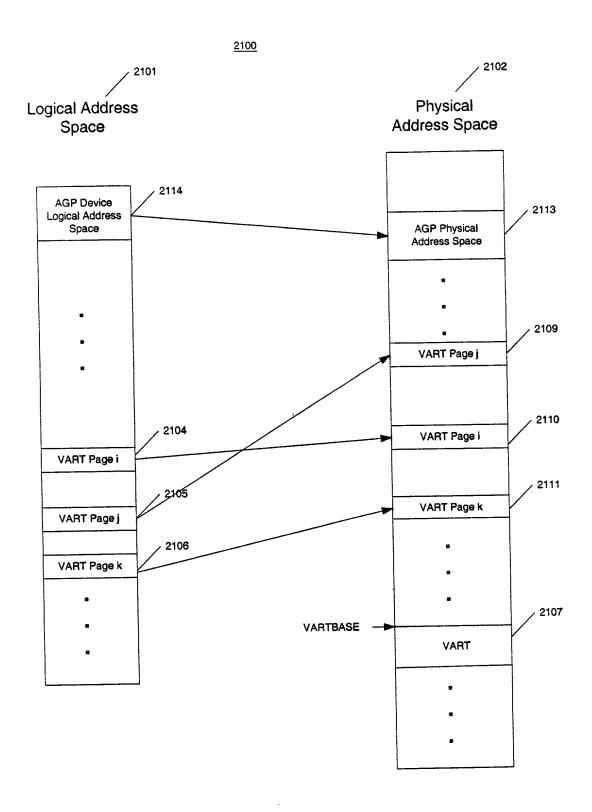


Figure 11

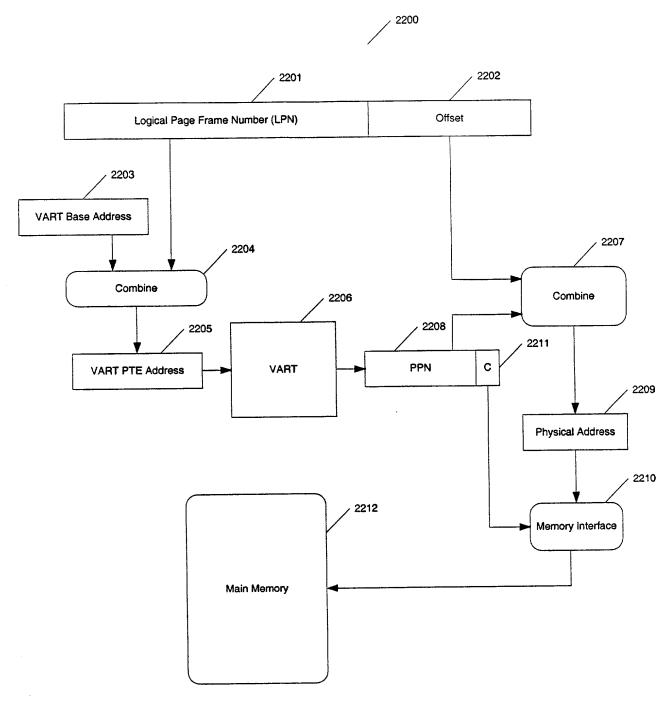
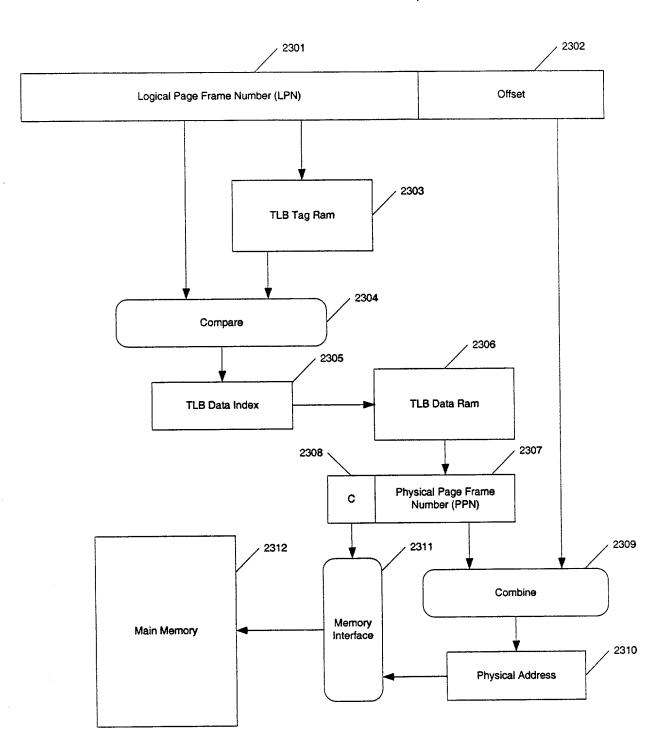


Figure 12



2300

Figure 13

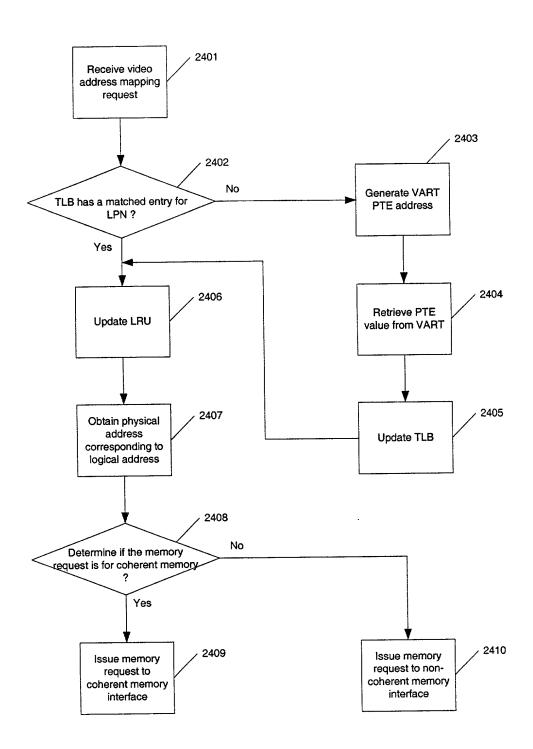


Figure 14

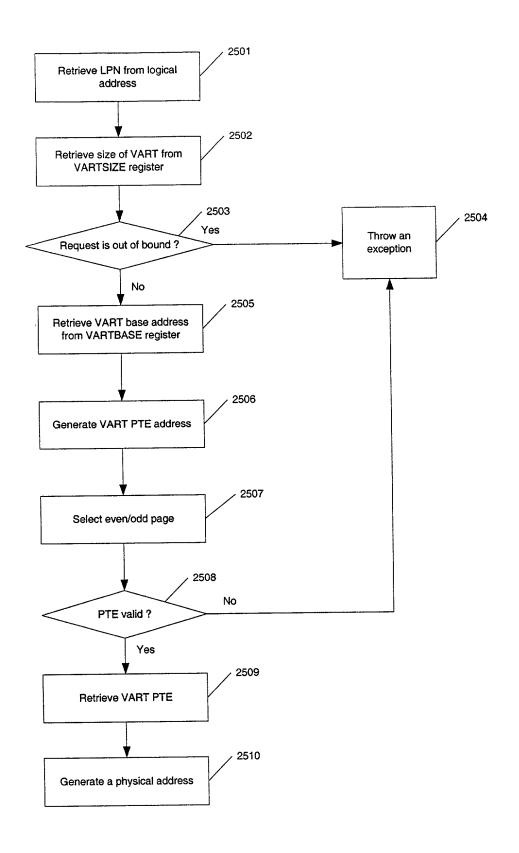
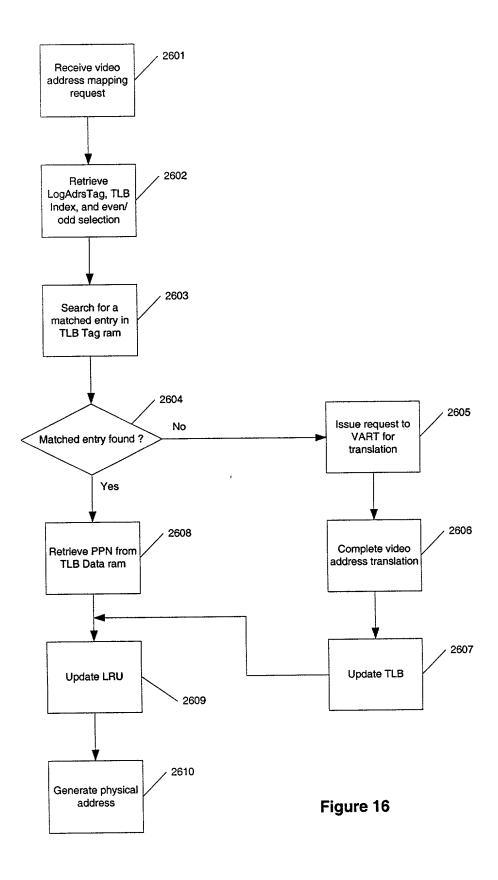


Figure 15



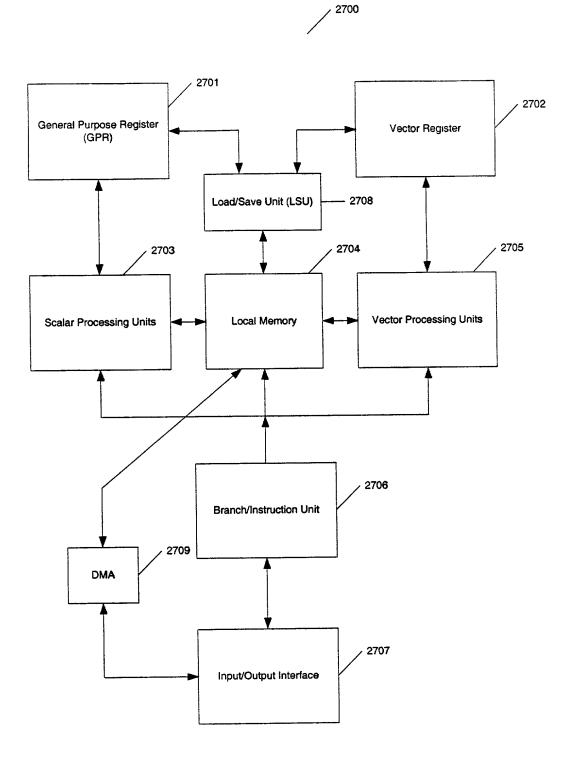


Figure 17

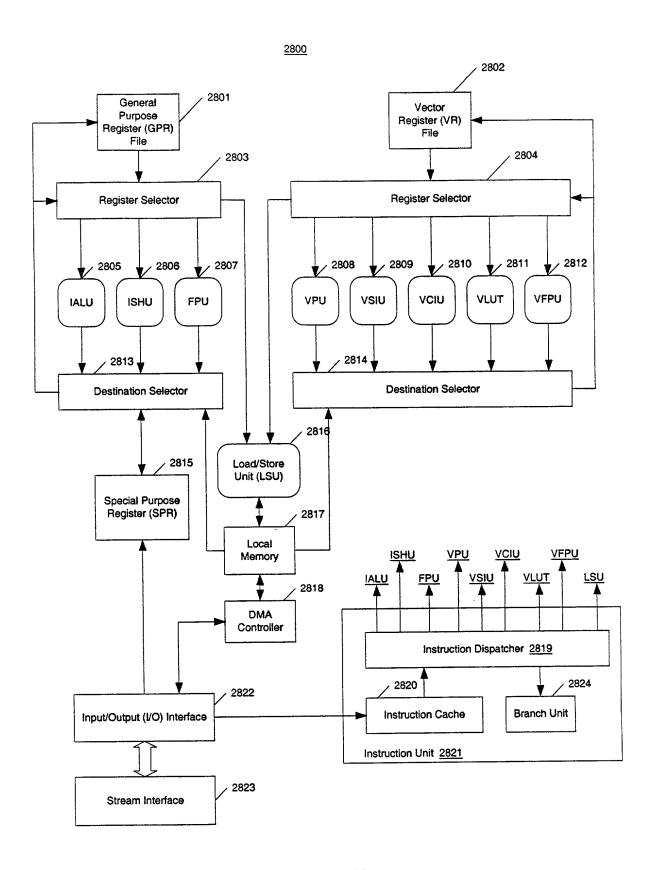


Figure 18

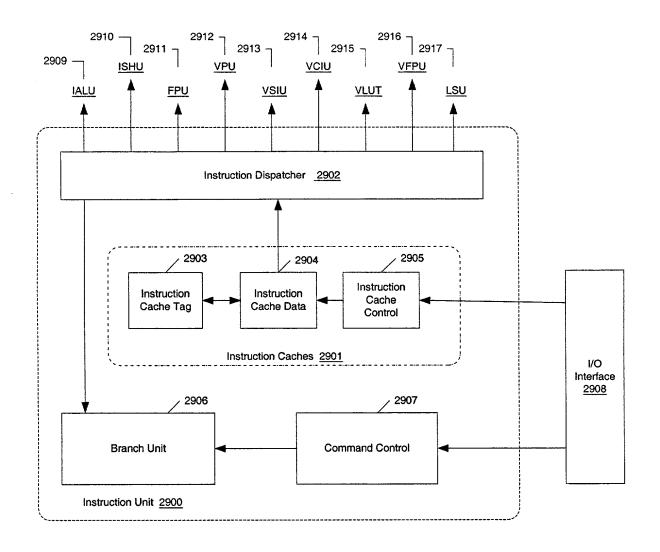


Figure 19A

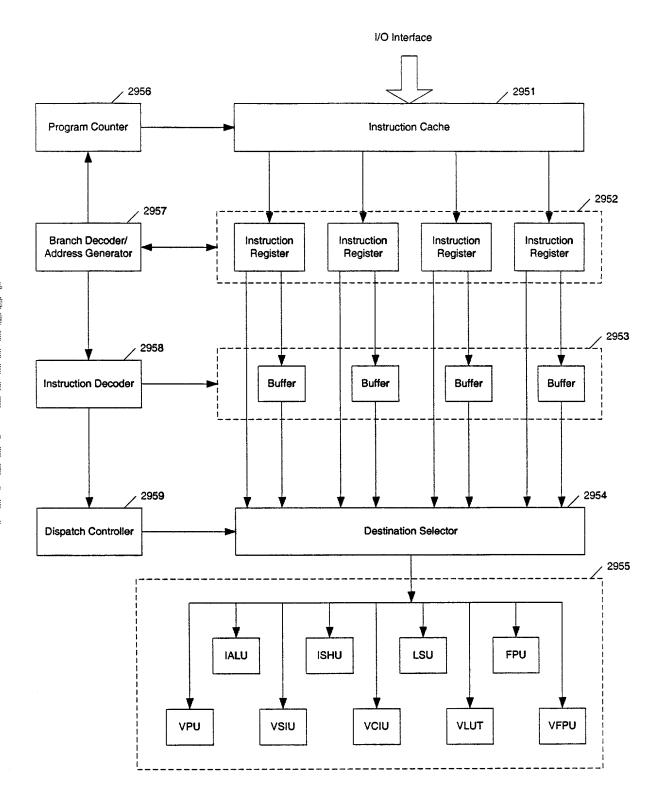


Figure 19B

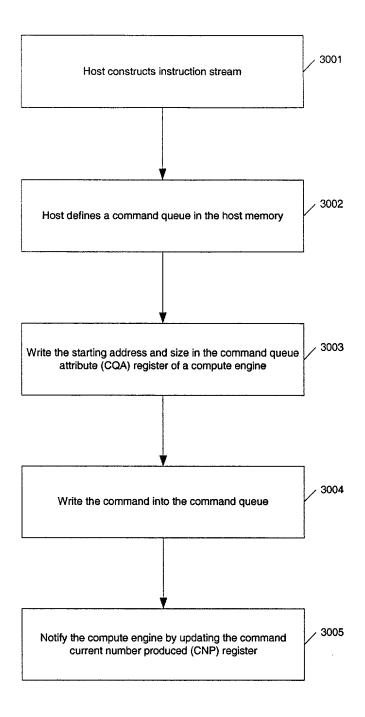


Figure 20A

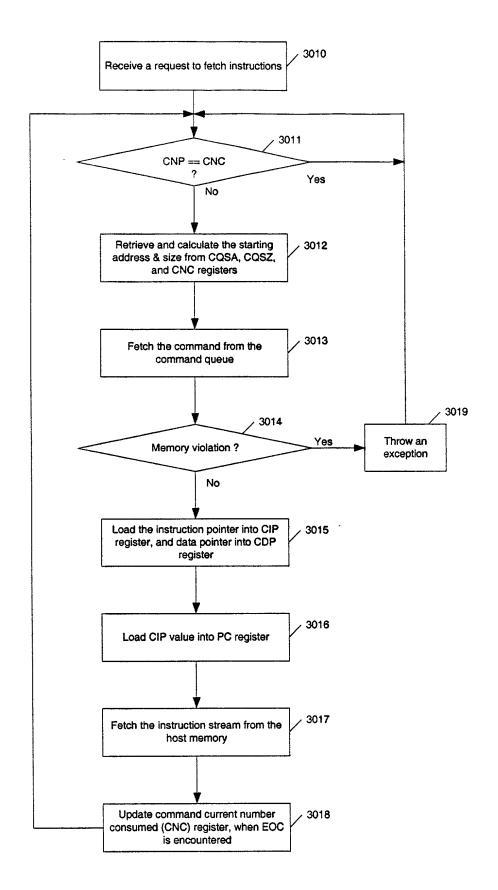


Figure 20B

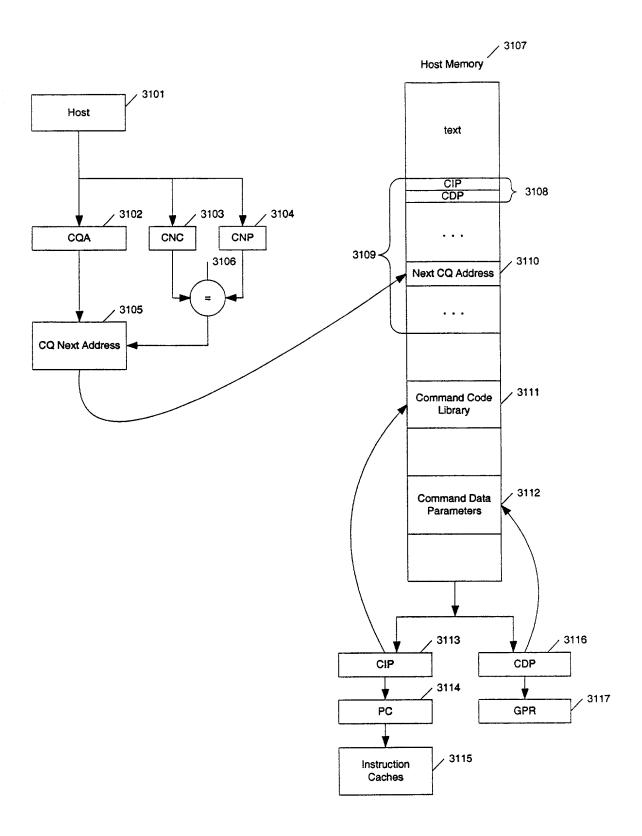


Figure 21

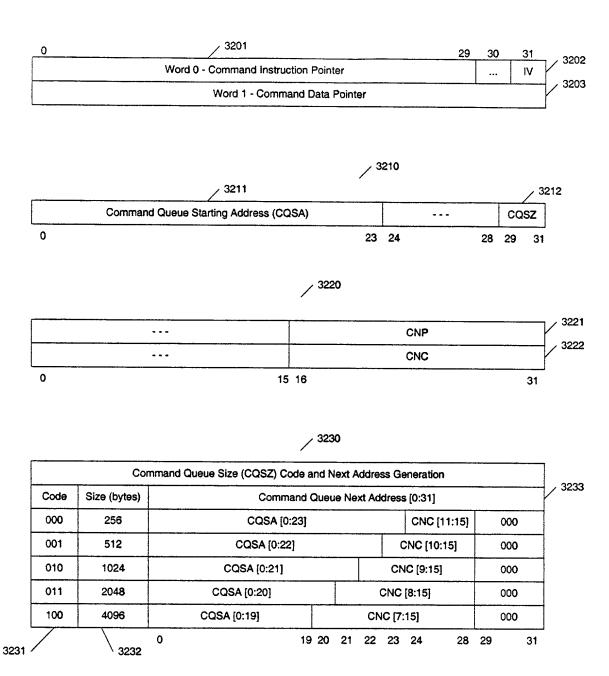


Figure 22

Priority Number	Functional Group Name	3
0	IALU - Integer Arithmetic/Logical Unit	
1	ISHU - Integer Shift Unit	
2	LSU - Load/Store Unit	
3	VPU - Vector Permute Unit	
4	VSIU - Vector Simple Integer Unit	
5	VCIU - Vector Complex Integer Unit	
6	VLUT - Vector Look-up Table Unit	
7	BRU - Branch Unit	/;

Figure 23

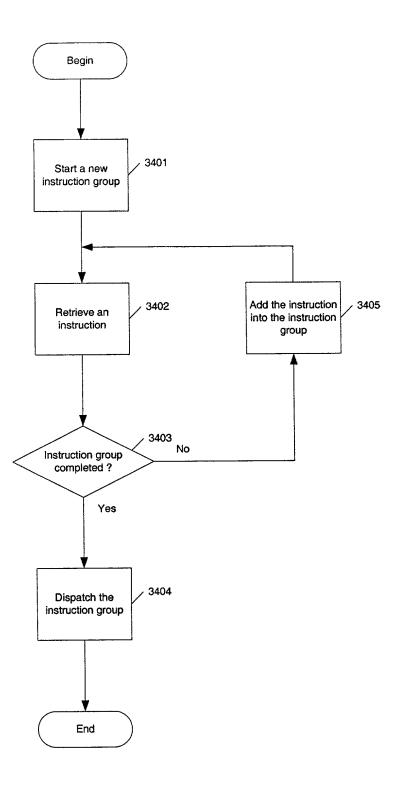


Figure 24

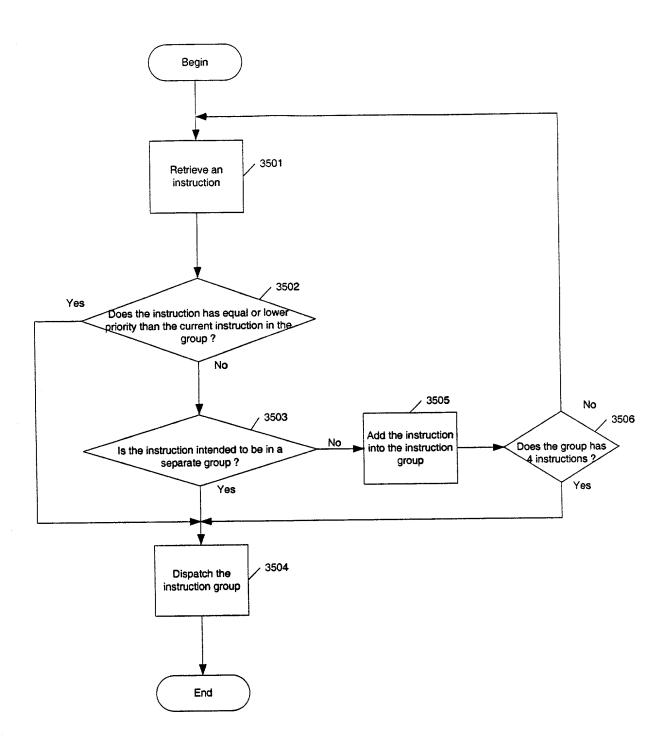


Figure 25

Functional Unit	Latency	Dispatch Rate
IALU - not multipy or divide	2	1
IALU - multiply	19	19
IALU - divide	35	35
ISHU	2	1
LSU - non-DMA address update	2	1
LSU - non-DMA load data update	3	1
LSU - non-DMA store	1	1
LSU - DMA instructions	1	1
VPU	2	1
VSIU	2	1
VCIU	6	1
VLUT - reads, vvld	4	1
VLUT - writes	1	1
Branch instruction	1	1

Figure 26

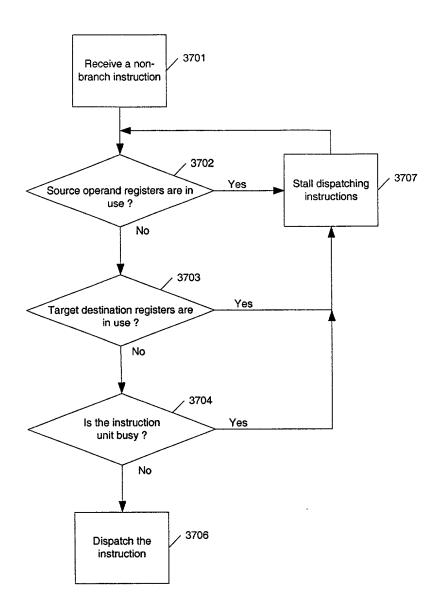


Figure 27

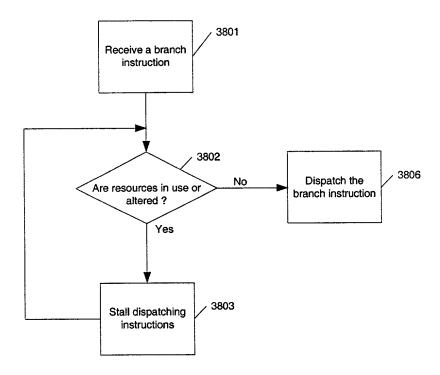


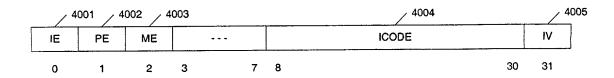
Figure 28

	Program Counter			PSt	
0		29	30		31

/ 3901

Pst	Name	Description
00	ldle	CQ counters are equal and no current command executing. Program counter is invalid.
01	Run	Command was executing. Program counter points to next instruction that would have been executed.
10	lWait	Command was executing, but instruction fetching has stopped due to a previous exception. Program counter points to the next instruction that would have been executed.
11	CWait	Command was not executing due to an exception in fetching the command. Program counter is invalid.

Figure 29



/ 4006

Name	Descriptions	
ΙE	Illegal Opcode Exception. Occurs whenever an illegal Opcode is fetched for execution. Cleared when read by the host.	
PE	Program Counter Exception. Occurs whenever the host does a read program counter with exception. Cleared with read by host.	
ME	ME Memory Access Exception. Occurs whenever a memory operation results in a memory access exception. Cleared when read by the host.	
ICODE	Interrupt Code. Can be read and written by a compute engine or the host.	
IV	Interrupt Valid. Set and read by the compute engine to indicate and interrupt to the host. Read and cleared by the host.	

Figure 30

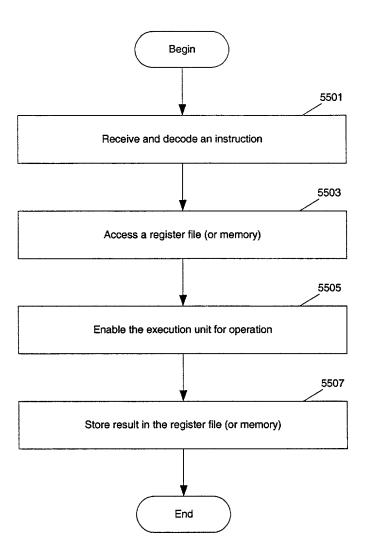


Fig. 31

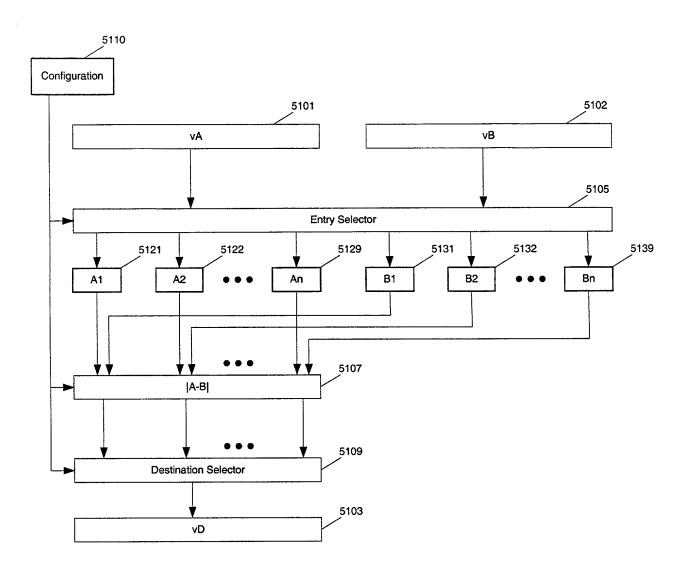


Fig. 32

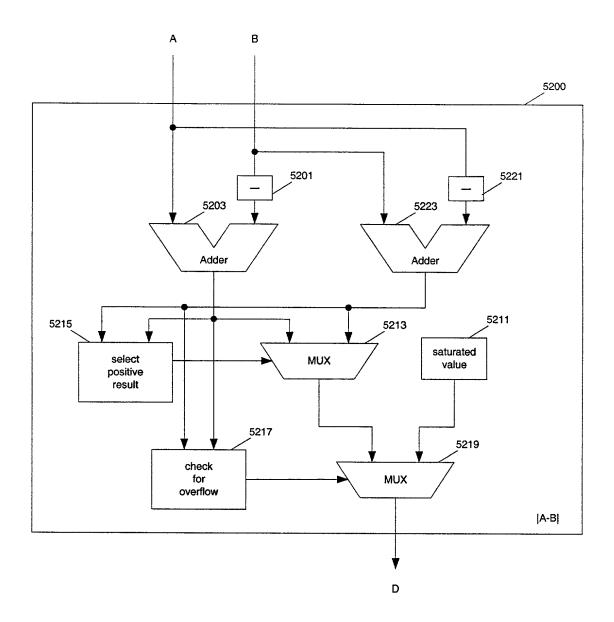
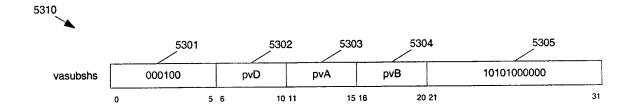


Fig. 33



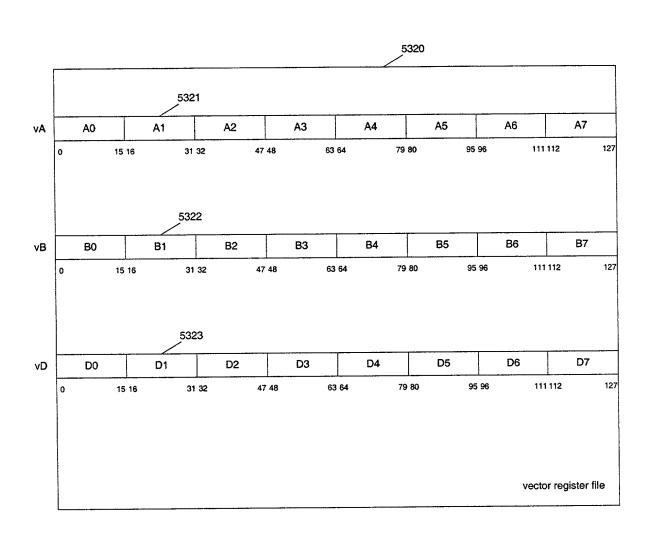


Fig. 34

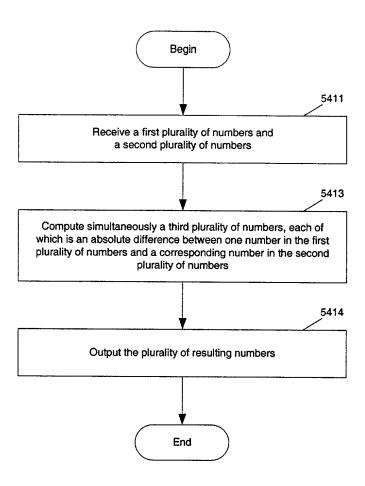


Fig. 35

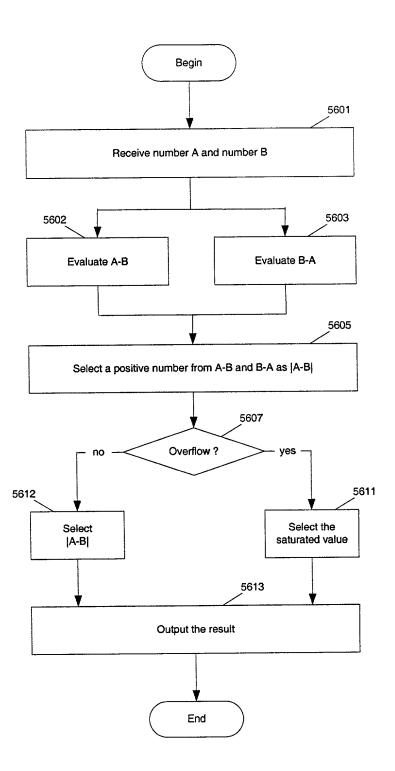


Fig. 36

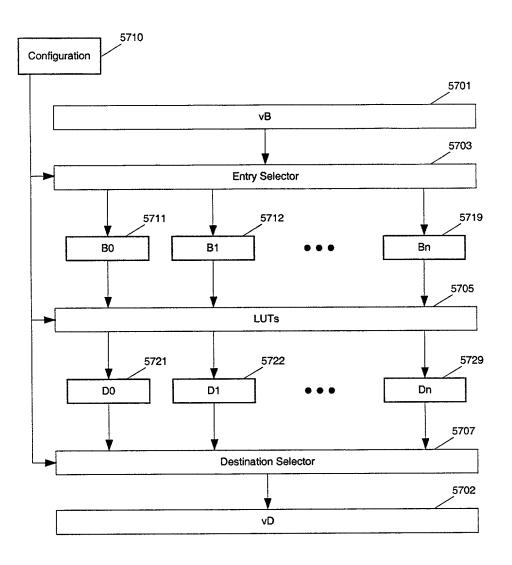


Fig. 37

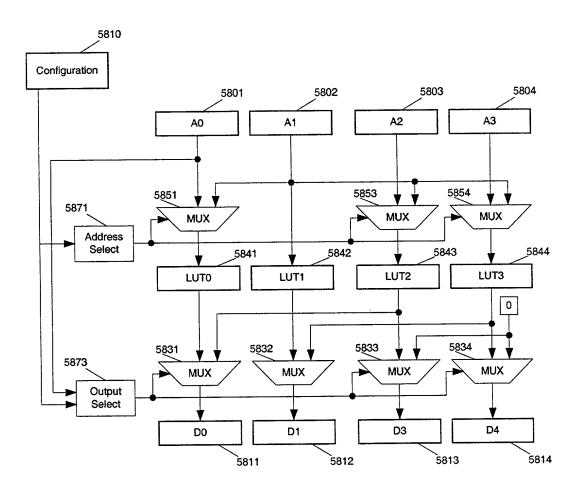


Fig. 38

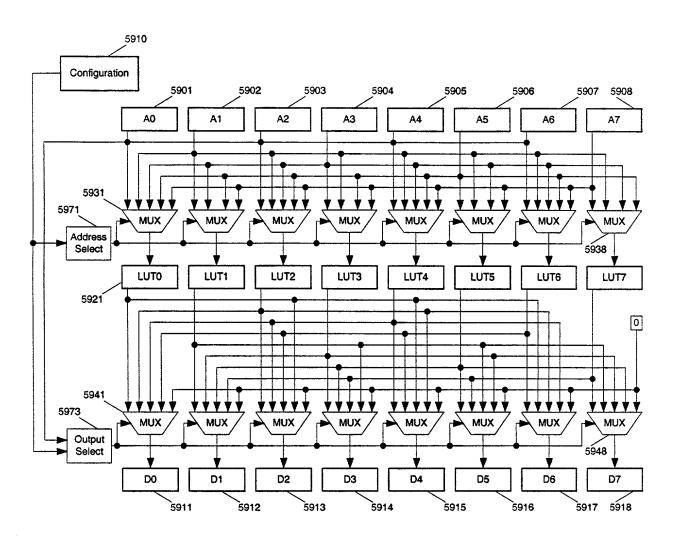
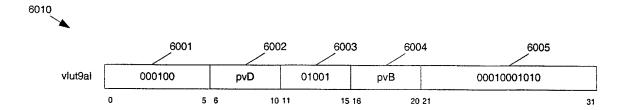
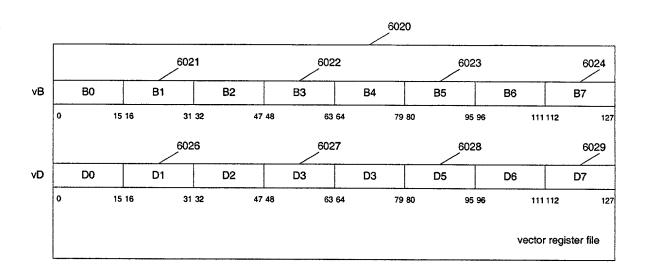


Fig. 39





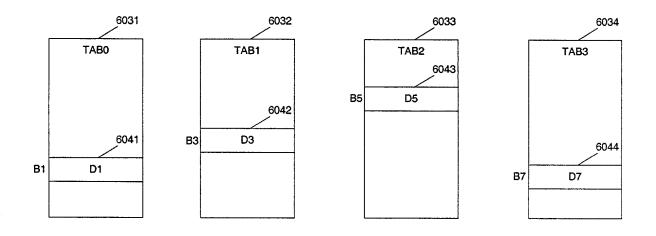


Fig. 40

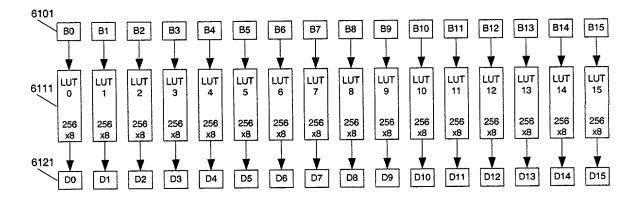


Fig. 41

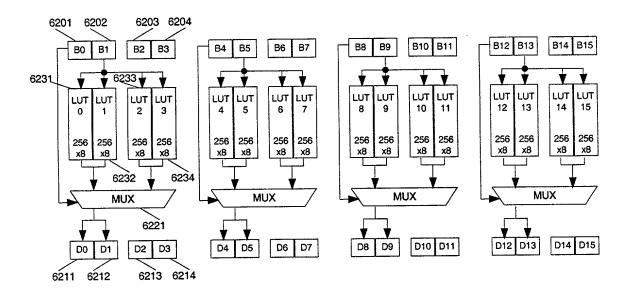


Fig. 42

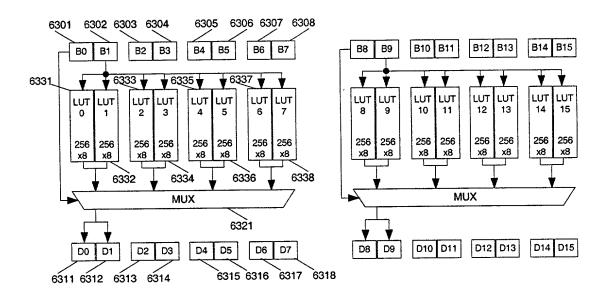


Fig. 43

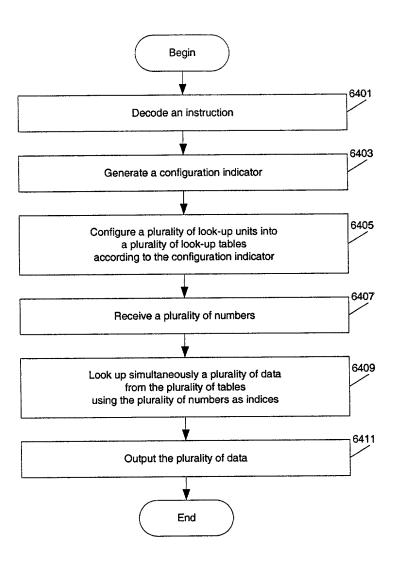


Fig. 44

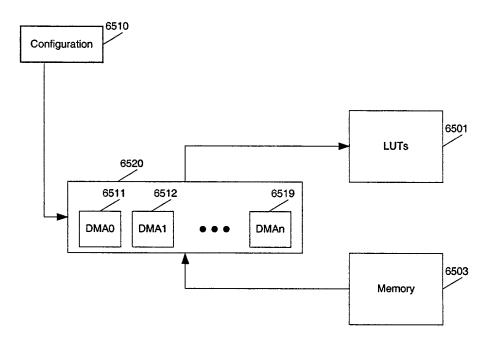
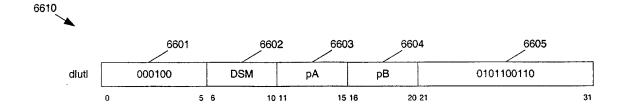
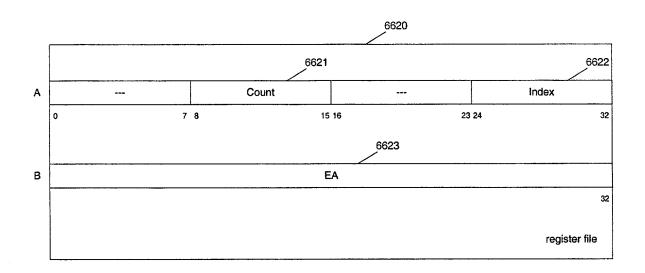


Fig. 45





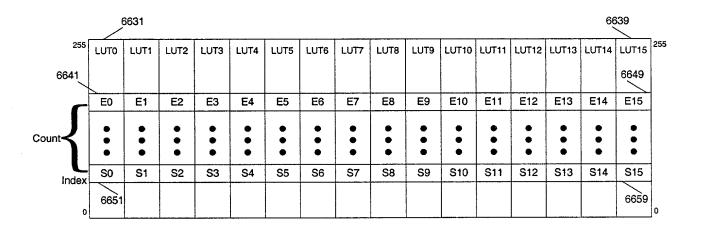


Fig. 46

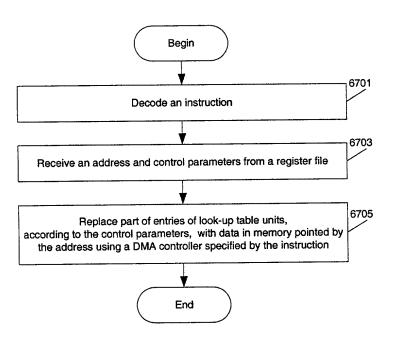


Fig. 47

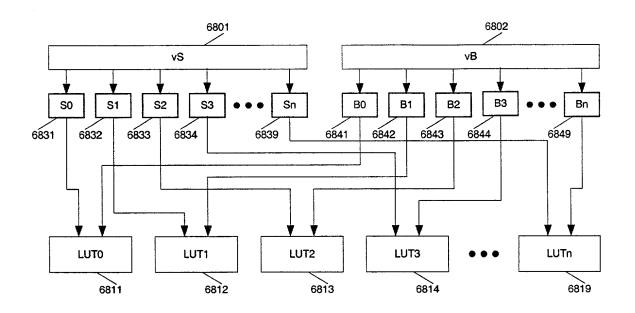
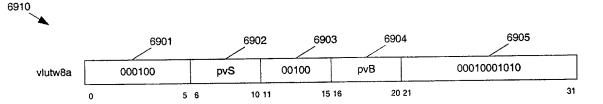
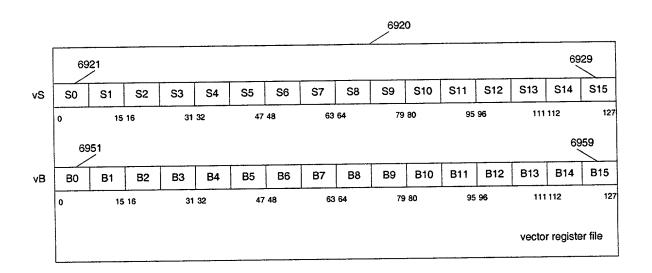


Fig. 48





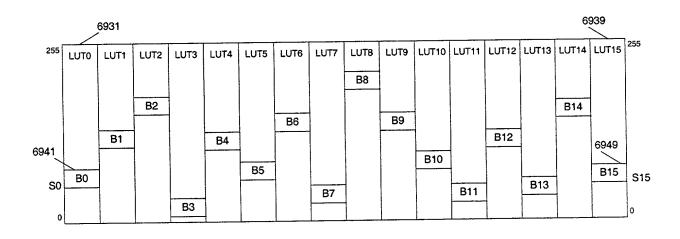


Fig. 49

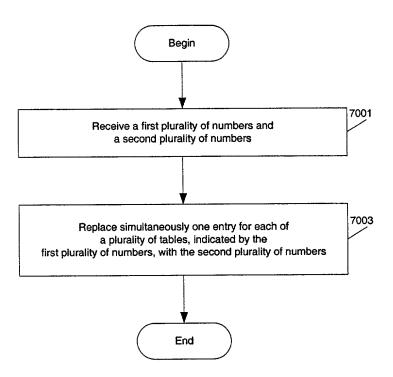


Fig. 50

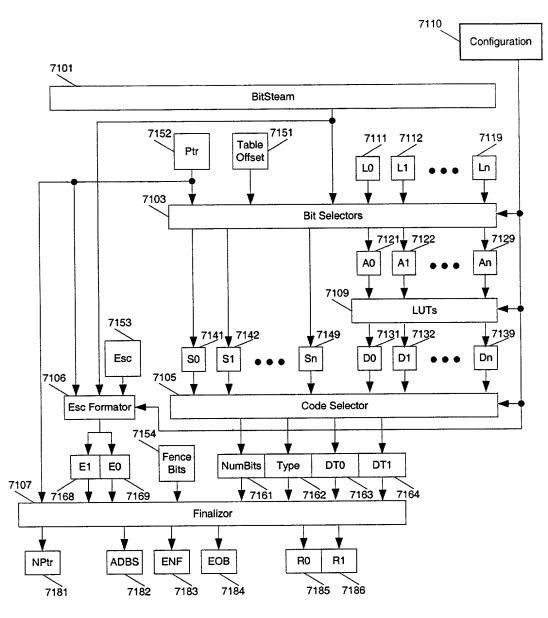


Fig. 51

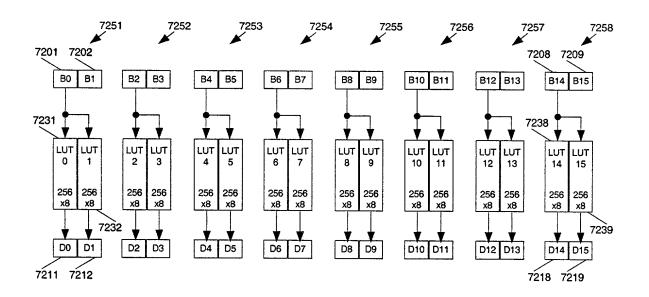


Fig. 52

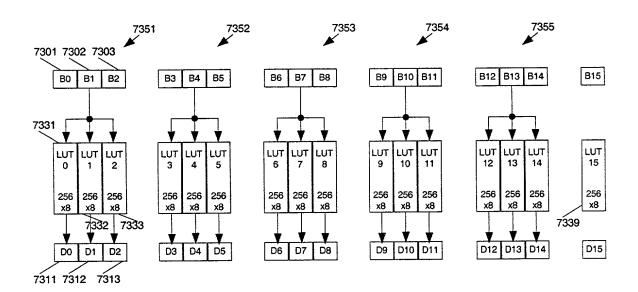


Fig. 53

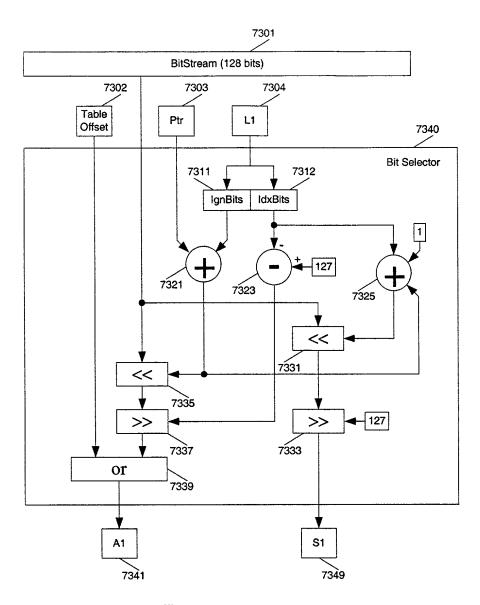


Fig. 54

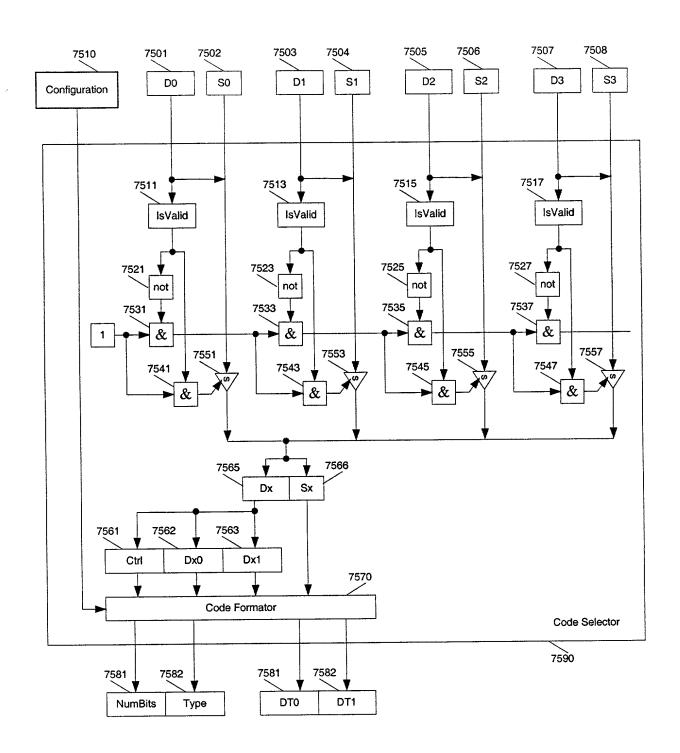


Fig. 55

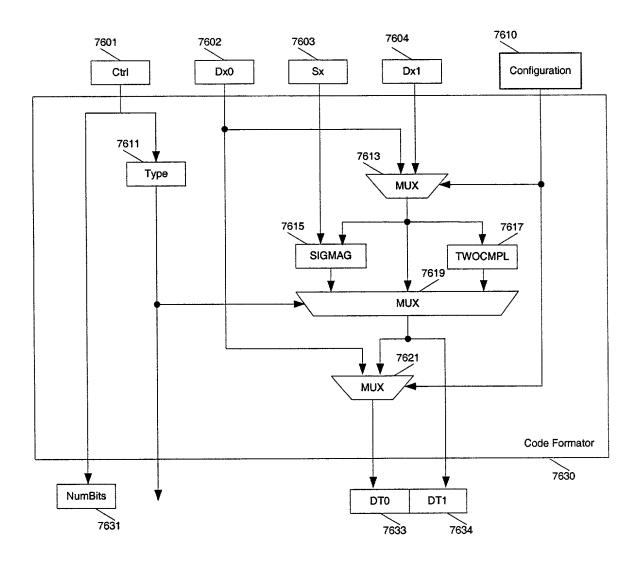


Fig. 56

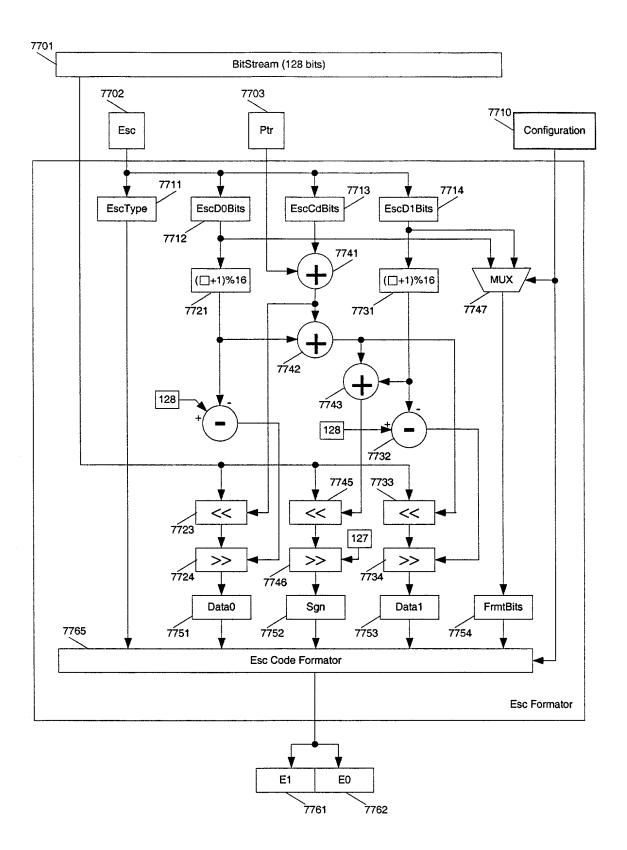


Fig. 57

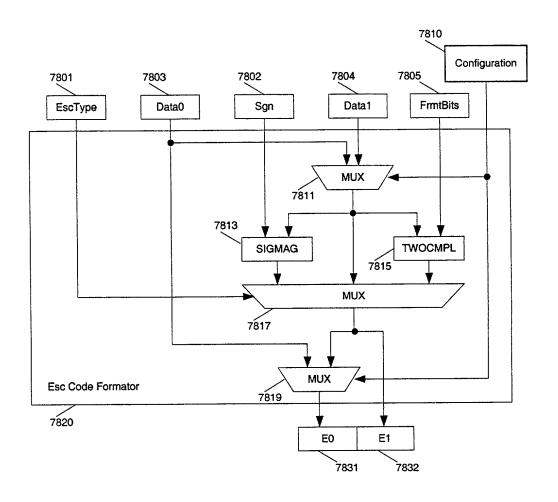


Fig. 58

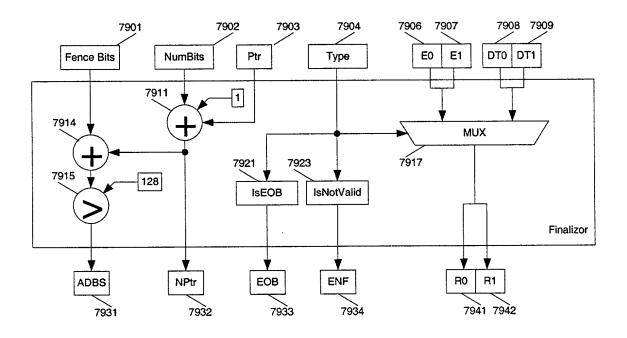


Fig. 59

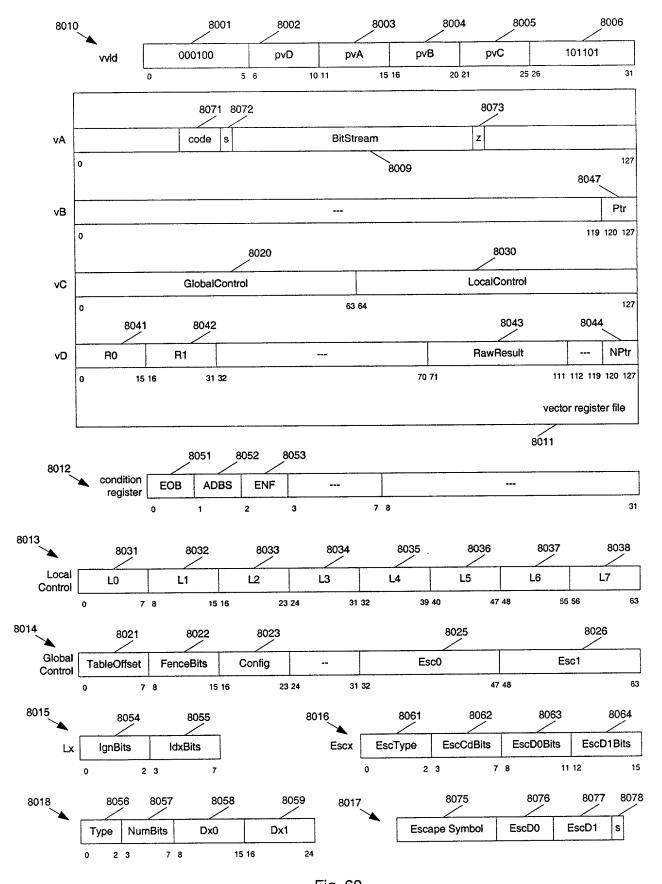


Fig. 60

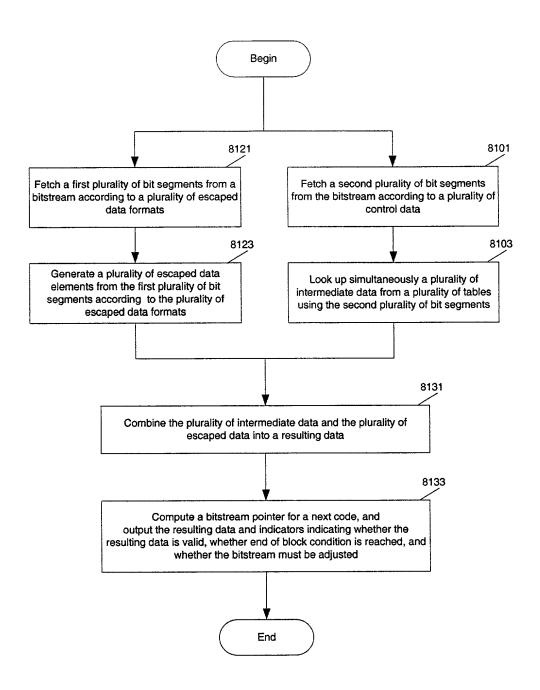


Fig. 61

		T1 T2							T3				T4			
Index	type	bits	run	level	type	bits	run	level	type	bits	run	level	type	bits	run	level
00	4	2	0	1	4	6	3	1	4	9	11	1	4	10	5	3
01	4	2	0	1	4	6	3	1	4	9	11	-1	4	10	5_	3
02	4	2	0		4	6	3	-1	4	9	12 12	-1	4	10 10	5 5	-3 -3
03	4	2	0	1	4	6	3	-1 1	4	9	13	1	4	10	3	4
05	4	2	0	1	4	6	4		4	9	13	-1	4	10	3	4
06	4	2	0	1	4	6	4	-1	4	9	14	1	4	10	3	-4
07	4	2	0	1	4	6	4	-1	4	9	14	-1	4	10	3	-4
08	4	2	0	-1	4	6	0	7	4	9	5	2	4	10	3	5
09	4	2	0	-1	4	6	0	7	4	9	5	-2	4	10	3	5
0a	4	2	0	-1	4	6	0	-7	4	9	6	2	4	10	3	-5
0b	4	2	0	-1 -1	4	6	0	-7 8	4	9	6	-2 3	4	10	2	-5 6
Oc Od	4	2	0	-1	4	6	0	8	4	9	3	-3	4	10	2	6
0e	4	2	0	-1	4	6	0	-8	4	9	4	3	4	10	2	-6
Of	4	2	0	-1	4	6	0	-8	4	9	4	-3	4	10	2	-6
10	4	3	0	2	4	7	5	1	4	9	2	4	4	10	1	9
11	4	3	0	2	4	7	5	-1	4	9	2	-4	4	10	1	9
12	4	3	0	2	4	7	6	1	4	9	2	5	4	10	1	-9
13	4	3	0	2	4	7	6	-1 2	4	9	1	-5 8	4	10	1	-9 10
14	4	3	0	-2 -2	4	7	2	-2	4	9	+ +	-8	4	10	1	10
16	4	3	0	-2	4	7	1	3	4	9	0	18	4	10	1	-10
17	4	3	0	-2	4	7	1	-3	4	9	0	-18	4	10	1	-10
18	1	3	0	0	4	7	1	4	4	9	0	19	4	10	1	11
19	1	3	0	0	4	7	1	-4	4	9	0	-19	4	10	1	11
1a	1	3	0	0	4	7	0	9	4	9	0	20	4	10	1	-11 -11
1b	1	3	1	0	4	7	0	-9 10	4	9	0	-20 21	4	10	0	0
1c	4	4	+	1	4	7	0	-10	4	9	0	-21	4	10	0	0
1e	4	4	 i	-1	4	7	0	11	4	9	0	22	4	10	1	ō
1f	4	4	1	-1	4	7	0	-11	4	9	0	-22	4	10	1	0
20	4	4	0	3	5	8	7	1	0	0	0	0	4	11	6	3
21	4	4	0	3	5	8	8	1	0	0	0	0	4	11	6	-3
22	4	4	0	-3	5	8	10	1 1	0	0	0	8	4	11	4	-4
23	4	4	0	-3 4	5	8	3	2	0	0	0	0	4	11	3	6
25	4	4	0	4	5	8	4	2	ŏ	0	Ō	Ö	4	11	3	-6
26	4	4	O	-4	5	8	2	3	0	0	0	0	4	11	1	12
27	4	4	0	-4	5	8	1	5	0	0	0	0	4	11	1	-12
28	4	5	2	1	5	8	1	6	0	0	10	0	4	11	1	13
29	4	5	2	1 -1	5	8	1	7	0	0	0	0	4	11	1 1	-13 14
2a 2b	4	5	1 1	-2	5 5	8	0	12	0	0	0	1 0	4	1 11	 	-14
20 2c	4	5		5	5	8	1 8	14	0	0	1 6	0	4	11	2	0
2d	4	5	0	-5	5	8	0	15	0	0	0	0	4	11	3	0
2e	4	5	0	6	5	8	0	16	0	0	0	0	4	11	4	0
2f	4	5	0	-6	5	8	0	17	0	0	0	0	4	11	5	0
30	0	0	10	0	0	0	0	0	0	0	1 0	0	5	12	8	2 2
31	0	0	0	0	0	1 0	0	0	0	1 6	1 8	0	5	12	9	2
33	1 0	0	1 6	1 6	1 0	1 0	1 0	0	1 0	 0	0	1 0	5	12	10	2
34	Ö	0	1 0	0	Ö	0	0	0	0	0	0	0	5	12	7	3
35	0	0	0	0	0	0	0	0	0	0	0	0	5	12	8	3
36	0	0	0	0	0	0	0	0	0	0	0	0	5	12	4	5
37	0	0	0	0	0	0	1 0	0	0	0	0	0	5	12	2	
38	1 0	0	1 0	0	0	0	0	0	0	1 0	0	0	5 5	12	2	
39 3a	1 0	0	0	0	0	0	0	0	1 0	0		0	5	12	2	
3b		1 6	1 0	1 0	1 0	0	 0	0	1 0	1 0		Ö	5	12	2	10
3c	1 0	1 0	Ö	0	2	12	Ō	0	0	0	0	0	5	12	2	11
3d	0	0	0	0	2	12	0	0		0			5	12	1	15
Зе	0	0	0	0	3	15	_		0	0		0	5	12	1	
3f			0	0	3				0	1 0		0	5	12	1 0	17
40				0	0			0	000	0			0	0	1 0	
ff	0				0					1 6				0	1 0	
	1 0	<u> </u>				<u> </u>		1 0			<u> </u>	<u>, , , , , , , , , , , , , , , , , , , </u>		<u> </u>	<u> </u>	

Fig. 62

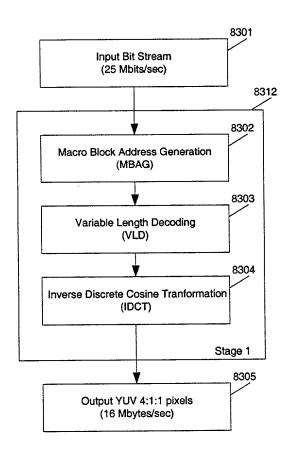


Fig. 63

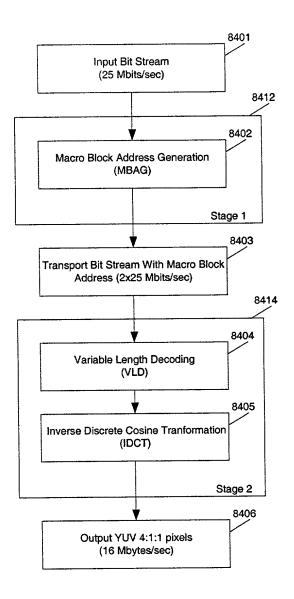


Fig. 64

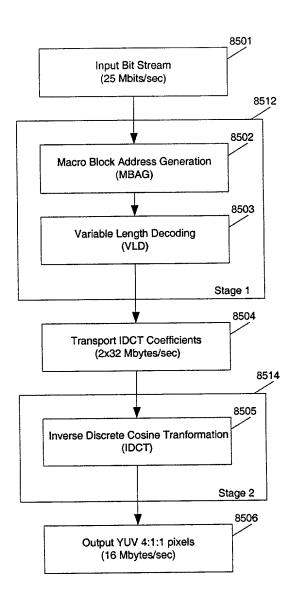


Fig. 65

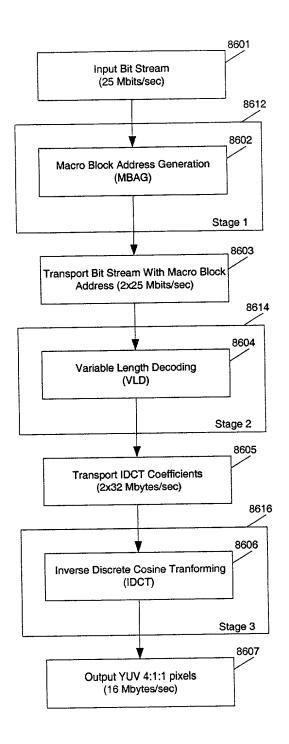


Fig. 66

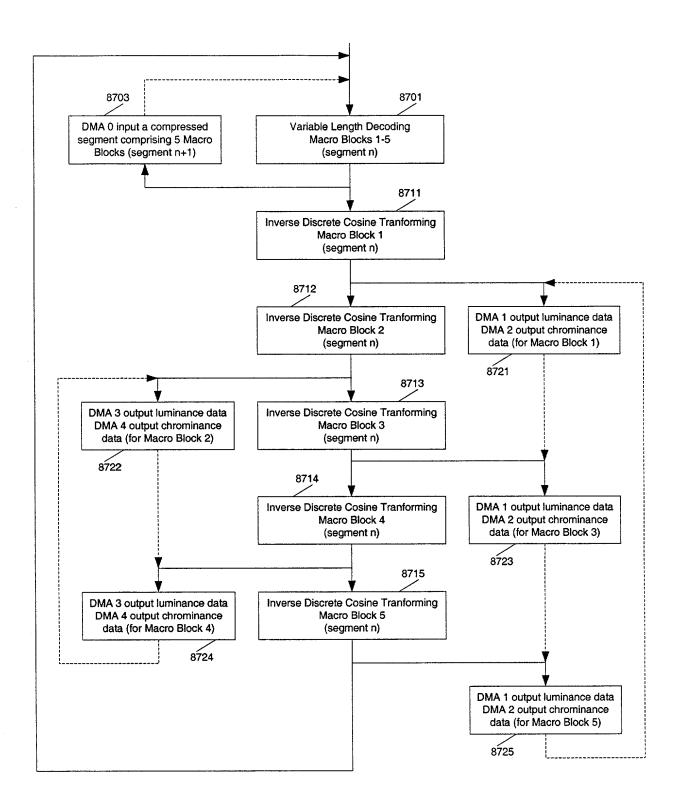


Fig. 67

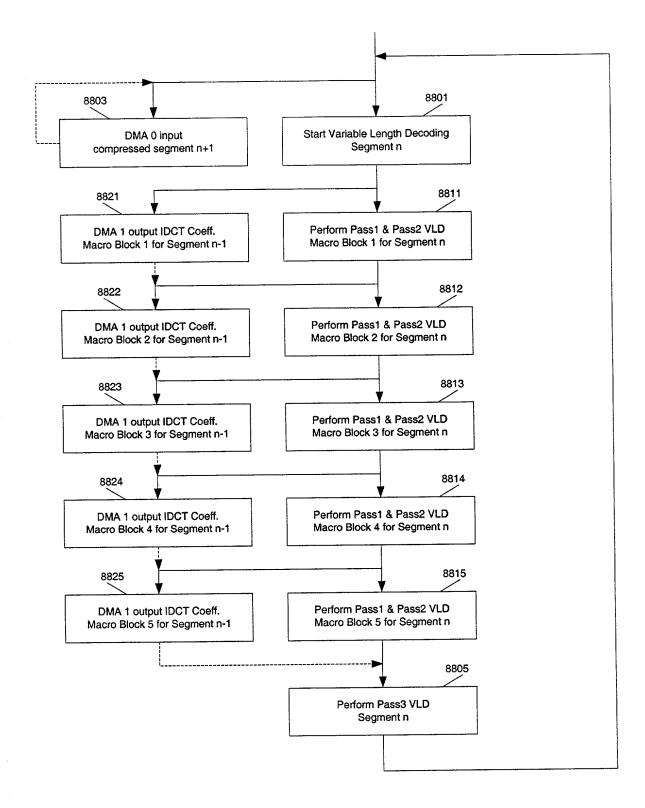


Fig. 68

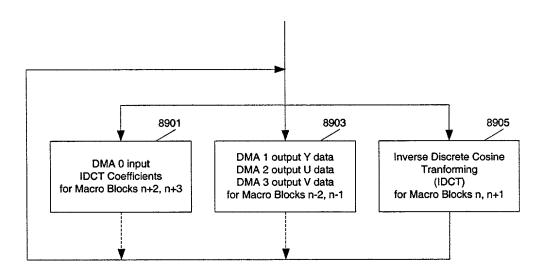


Fig. 69

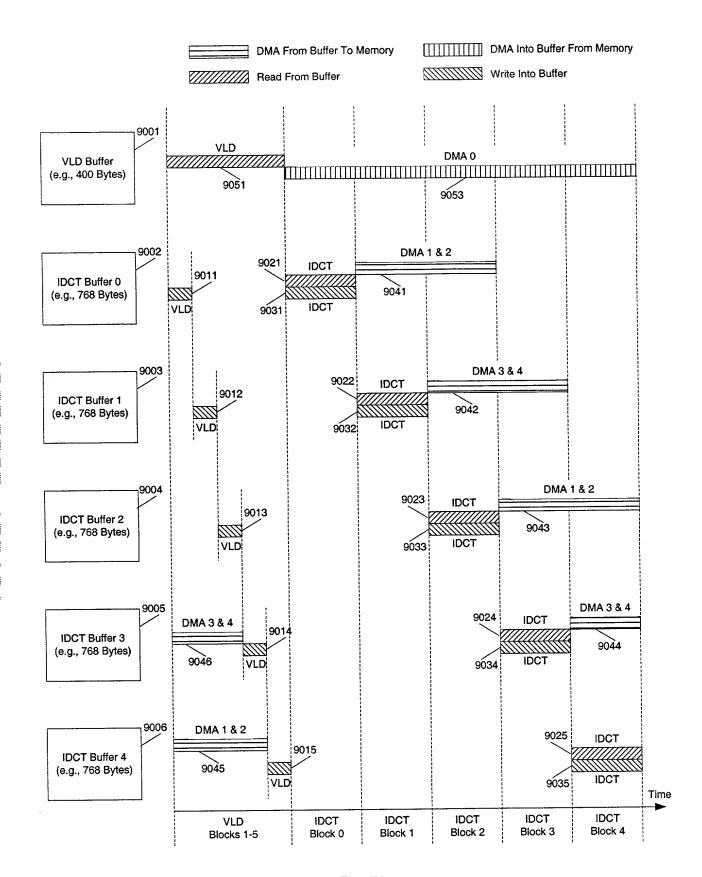


Fig. 70

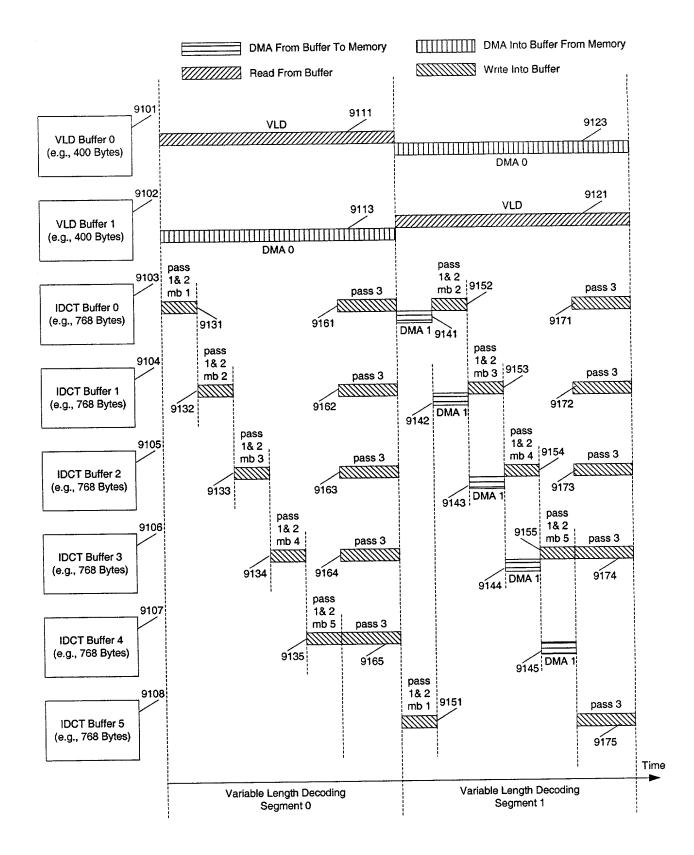


Fig. 71

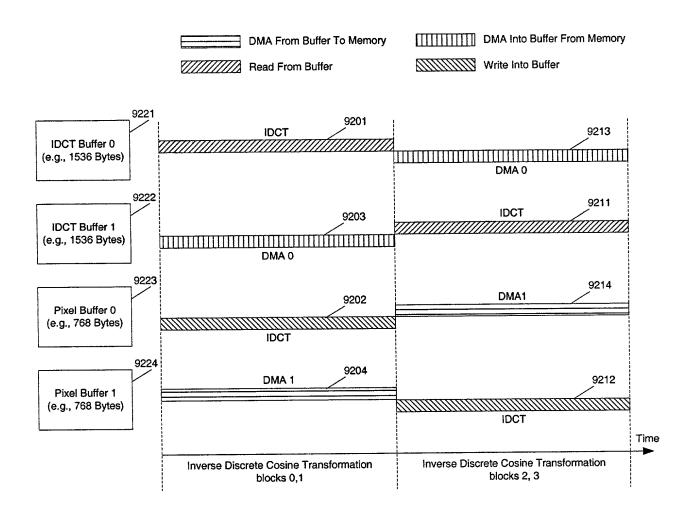


Fig. 72

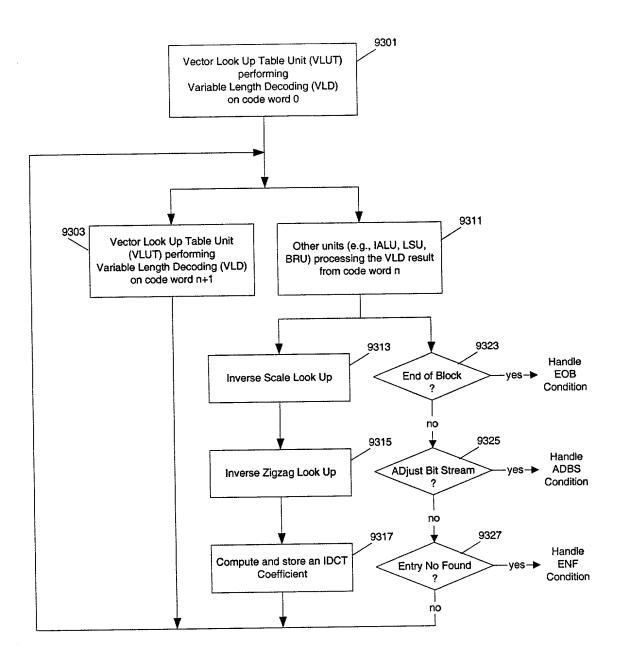
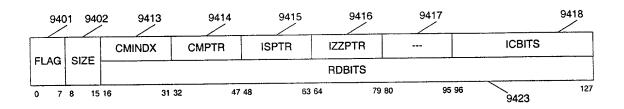


Fig. 73



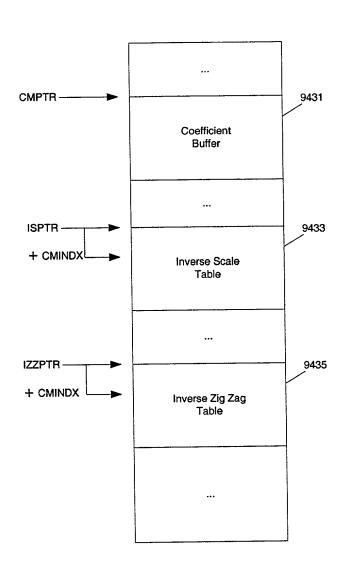


Fig. 74

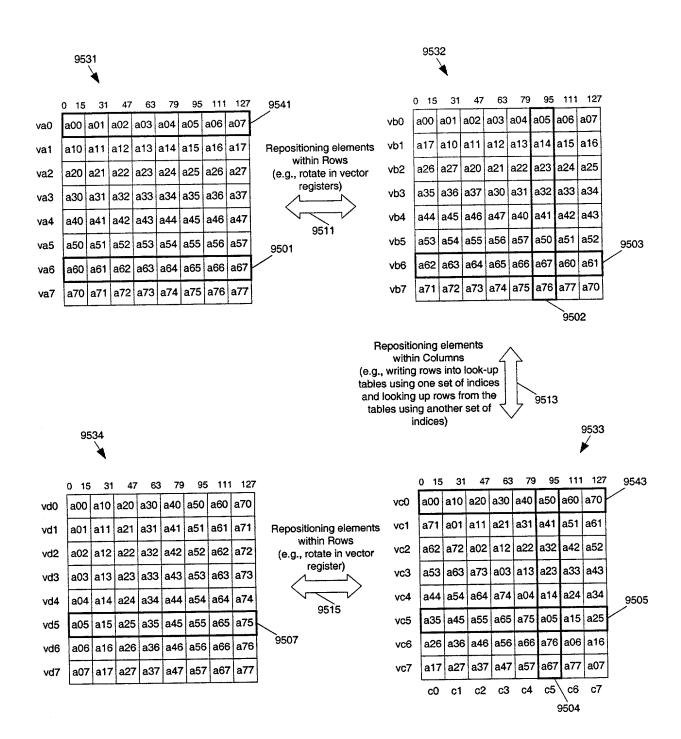
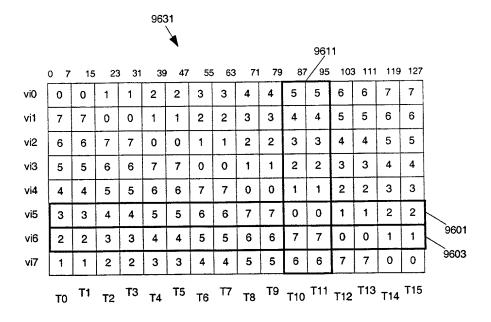


Fig. 75



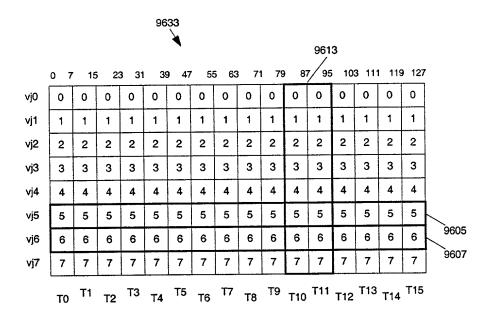


Fig. 76

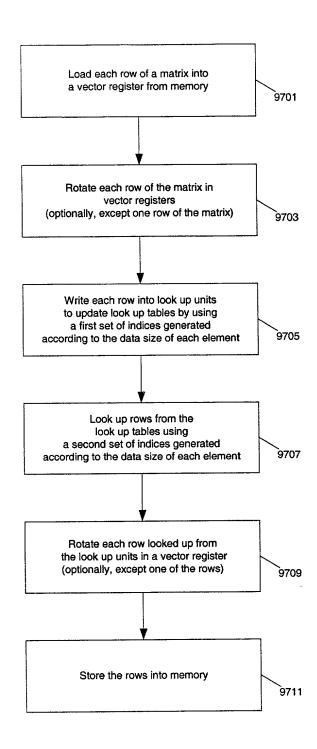


Fig. 77

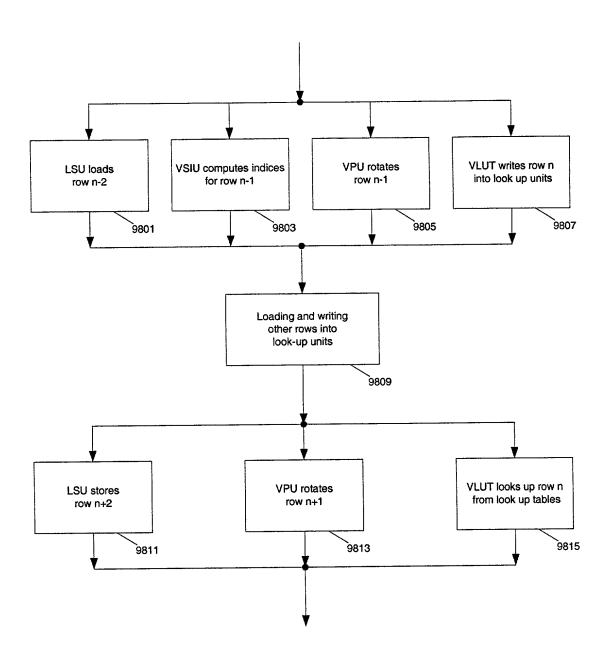


Fig. 78

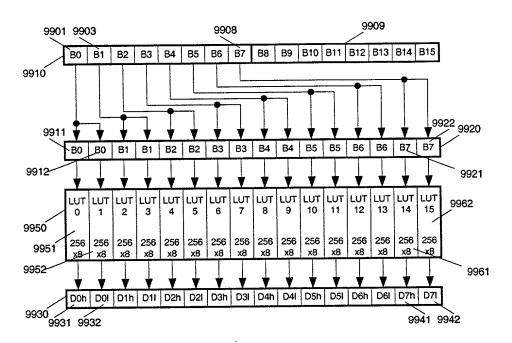


Fig. 79

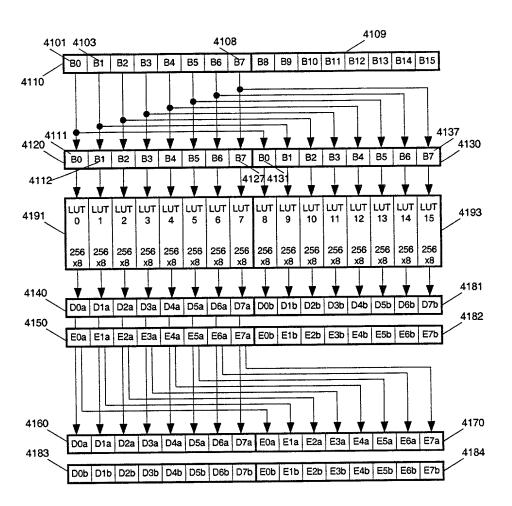


Fig. 80

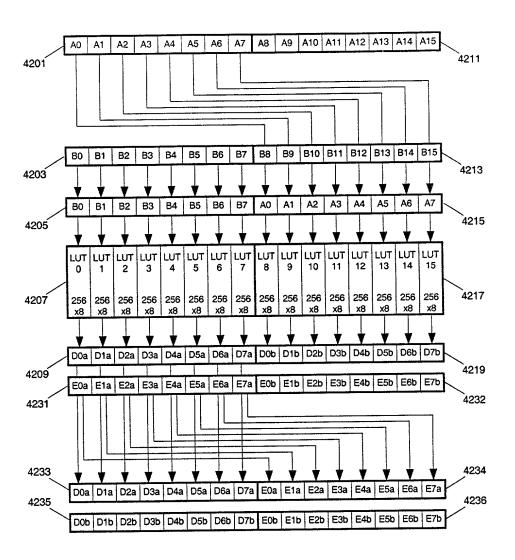


Fig. 81

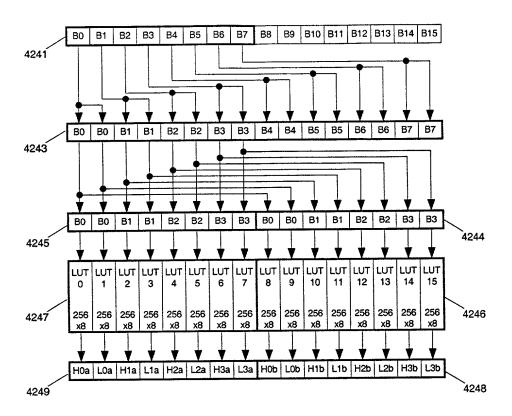


Fig. 82

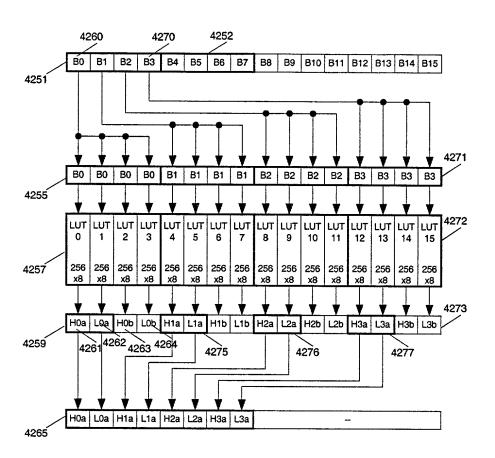


Fig. 83

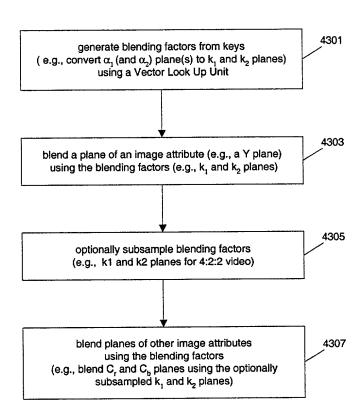


Fig. 84

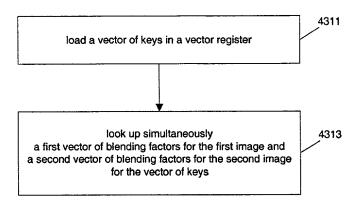


Fig. 85

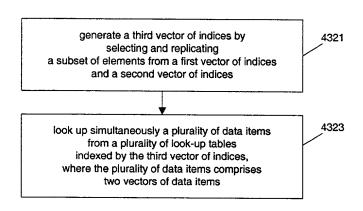


Fig. 86

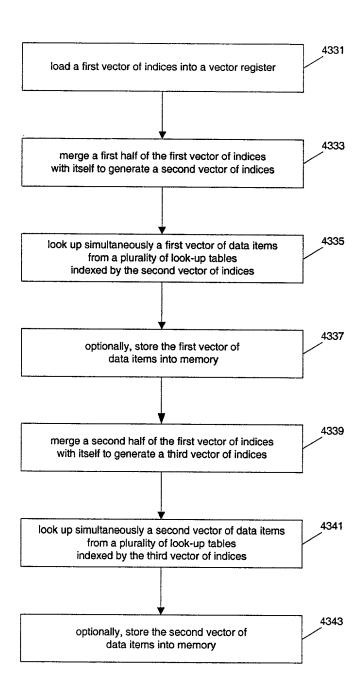


Fig. 87

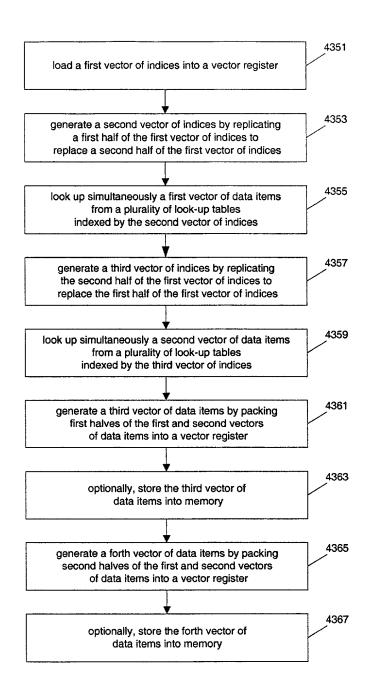


Fig. 88

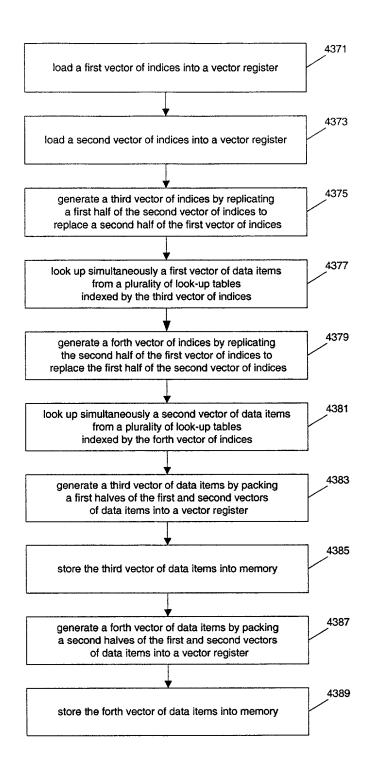


Fig. 89

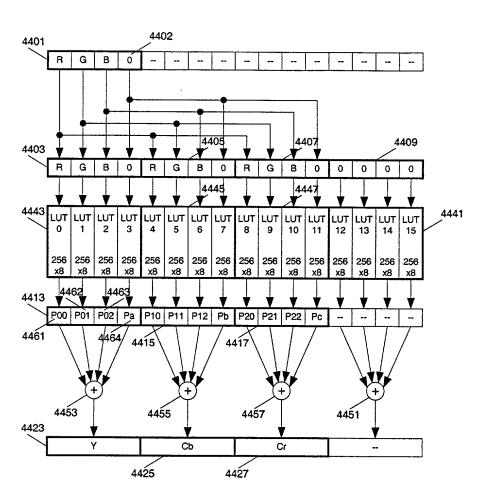


Fig. 90

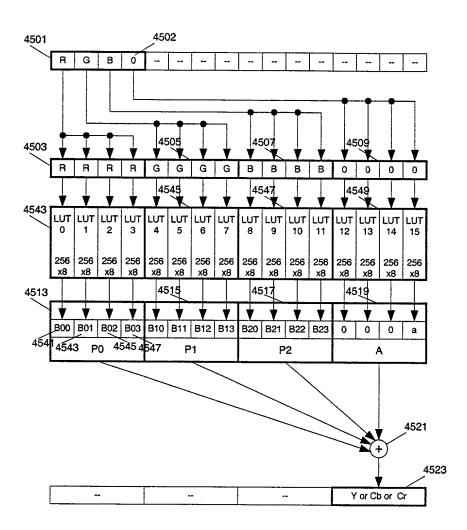


Fig. 91

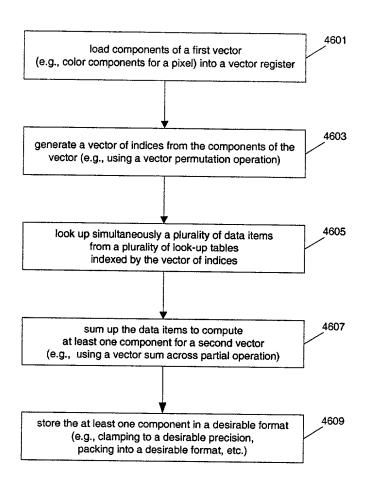


Fig. 92

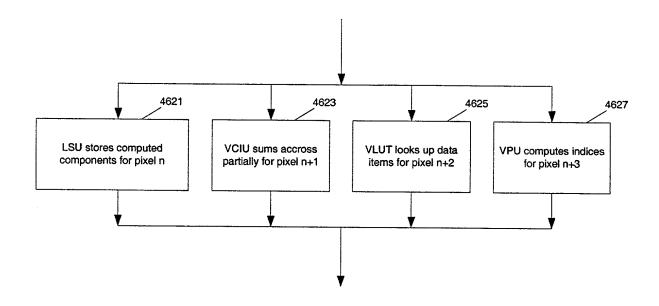
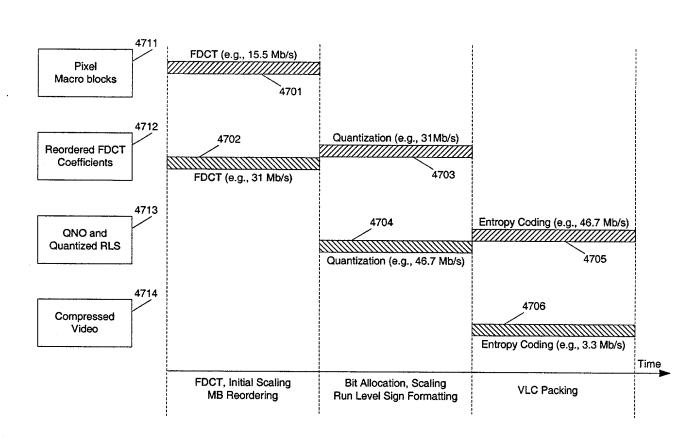


Fig. 93



Write Into Memory

Read From Memory

Fig. 94

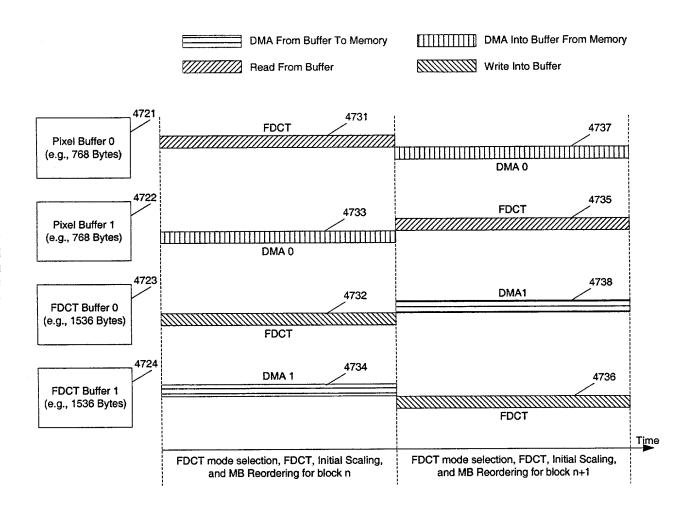
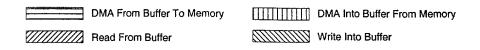


Fig. 95



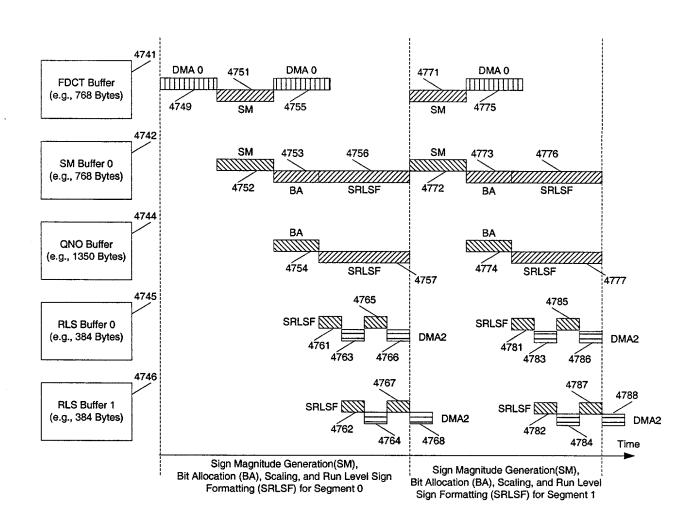


Fig. 96

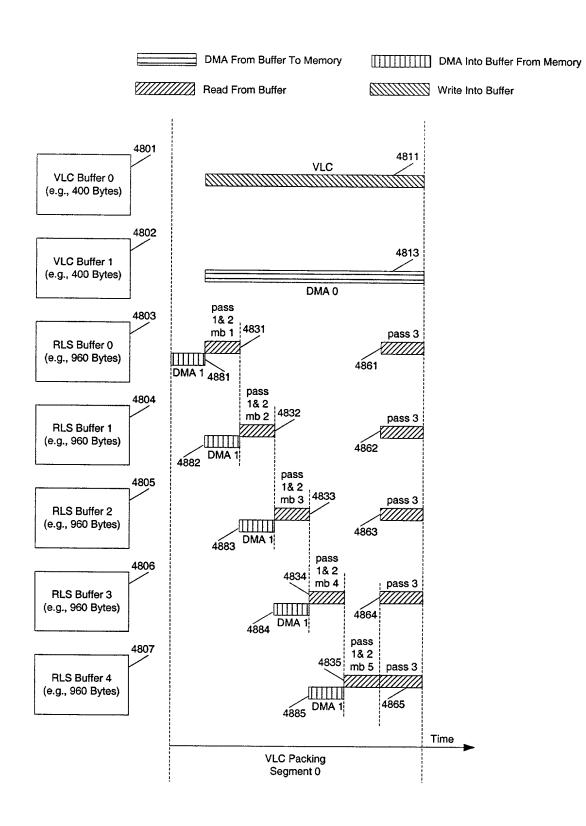


Fig. 97